

BLACK FIRE™

**Are you ready to
accept this mission?**

- In this dynamic helicopter-simulation shooting game, you must infiltrate the enemy compound and destroy them. All this challenging game play within 360-degree action-filled combat!
- You must fly and fight like there's no tomorrow - and if your aim is off, there might not be!
- Proceed through 16 levels of heavy artillery, hard-flying and heated action! Also included are training missions and bonus levels.
- Compatible with Sega Saturn Mission Stick!



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SEGA®



SEGA SATURN™

81001





WARNINGS

READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphone and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The Sega compact disc is intended for use exclusively on the Sega Saturn.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Visit Sega's Internet Sites at:

web site: <http://www.segaa.com>
ftp site: <ftp.segaa.com>
email: segasaturn@segaa.com
CompuServe: GO SEGA



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Canada: 1-800-451-5252 US \$1.25/min (weekend/line)

French Instructions/Instructions en français1-800-872-7342



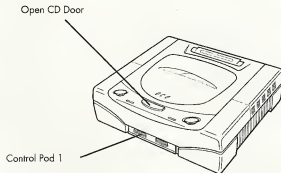
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Using the Sega Saturn

1. Set up your Sego Soturn system os described in its instruction manual. Plug in Control Pod 1. Note: Ghen Wor is for one player.
2. Place the Ghen Wor disc, label side up, in the well of the CD troy and close the lid.
3. Turn on the TV or monitor and the Sega Soturn. The Sego Soturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

Important: Your Sego Soturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Soturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

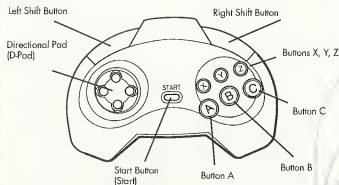


Ghen War

Our solar system has been overrun by a strain of hostile aliens known as the Ghen. As a Lieutenant, you are a surface engineer who is the sole remaining expert operator of a supercharged hypersuit that serves as a protective shield standing between you and the enemy. Your task? To rescue mankind from these evil invaders...but no pressure.

From the scorching hell of Venus to the top-secret underground labyrinths of NORAD, you'll trek from planet surfaces to cityscapes to unknown environments. But remember, we're all counting on you to save us from a grisly death....

Basic Operations



ACTION

Walk Forward.
Walk Backward.
Turn Left.
Turn Right.
Sidle Left.
Sidle Right.
Jump.

Run.
Fire weapon.

Change weapon.

180 degree spin.
Look around
Center.

Pause the game.
Return to game.

DESCRIPTION

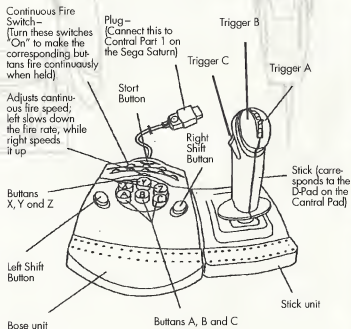
Moves player forward at a walking pace
Moves player backward at a walking pace
Pivot left.
Pivot right.
Move left without rotating.
Move right without rotating.
Moves player upward.
Player jumps in the appropriate direction
Run instead of walk.
Fires selected weapon until button is released.
Select next weapon.
Cycles through available weapons.
Player quickly rotates 180 degrees.
Look in all directions
Re-centers view.
Status/Map screen appears.
Returns to game from Status/Map screen.

BUTTON PRESS

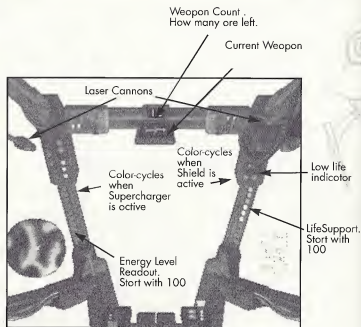
D-pad Up
D-pad Down
D-pad Left
D-pad Right
Left Shift Button
Right Shift Button
'A' Button
'A' Button and D-pad
'B' Button+Dpad
'C' Button
'Z' Button
'Z'+L/R shift button
'X' Button
'Y' Button+Dpad.
Press and Hold
'Y' Button
Start Button
Start Button

The Mission Stick Unit

Turn off the power to the Sega Saturn before connecting or disconnecting the Mission Stick.



Hypersuit Visor



Combat Equipment on Hypersuit

Light Armor - standard equipment
 Jump Jets (G-1 rated) Can hover with Supercharger
 Laser - standard equipment
 Grenade Launcher
 Mine Ejector
 Rocket Launcher - non-tracking
 Missile Launcher- tracking
 Spike Launcher
 Decoy Detonator
 E-Cell Ejector

Heads Up Display (HUD)



Overhead Map

Shows a top down view of the map.
 Leaves a trail where the player has gone.
 The white arrow shows direction of the players movement. Includes Radar.



Note: Only Radar and positional information is shown in the interior missions.

Status (see above image)

LSUP: The current state of your life support system.
 100 = systems working 100%. Numbers turn red below 50, indicating low health.

Shield: While shield is active, it protects your life support system from taking damage. Full shield = 100.

Energy: The current state of your internal energy systems. Full power is 100, but Supercharger will boost it up to max of 300. Supercharger remains active while energy is above 100.

Heading: The direction you are heading. Measured in degrees. 0 is North, 90 is East, 180 is South, 270 is West.

Speed: How fast the hypersuit is travelling (measured in Kilometers per hour).

ALT: How high the Hypersuit is relative to sea level when jumping or walking. Measured in meters.

LIVES: Shows number of lives left.

Auto-Target

Appears in the center of the screen and automatically targets enemies in its vertical path. It works differently for different weapons.

Laser: Moves only vertically to target on enemy

Missiles: Locks onto enemies until they are fired upon or out of range

Rockets: Does not move at all. Player must manually aim with rockets

E Cells: Collect all twenty to activate auto-target

Mining Explosive: Auto-Target only functional for objects that can be destroyed by this device

Options Screens

To Select Choices:

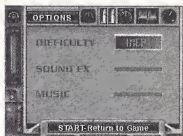
Use Up/Down Dpad to toggle thru options. Then, use L/R Dpad arrows to choose level, move slider or toggle choices on/off.



Start a new game

Continue lost auto-saved game.

Go to main options screen (below) to select level of difficulty, music and sound levels



There are three levels of difficulty: Inept, Intense and Insane. You will only be able to play up to Moon Mission 5 at the Inept level setting.

Pause Screens

The MAP section will show the topography map in the current level for where the player has travelled



This will allow you to get an external view of the 3D world surrounding the Hysersuit



Shows goals for current mission



Can control sound and music levels during game



Will exit current level and auto-save game if you have any lives left

Note: See description of Lives and Auto-save.

Weapons

Lasers

Start with lasers. They are always available. No Powerup for these. Default weapon.



Neutron Lasers

Super-charged lasers.



Grenade

High explosive - detonates on impact with enemy or after about 3 seconds



Mine

High explosive - proximity detonation. Hysersuit will NOT set these off



Missile

Tracking missile locks on to enemies



Impact Missile

Same as missile, but more deadly



Hold 'C' Button down to throw these weapons further. The longer the hold, the further the throw.

Weapons



Rocket

Very powerful, but does not track



Armor Piercing Rocket

Some as Rockets, but more powerful



Spike

Stuns enemies for about five seconds.



Decoy

Probably the coolest powerup. Shoot one out and the Ghen think it's you.



E-Cell

An external source of energy that can be used to power various devices.



Ghen Mining Explosive

Super weapon captured from the Ghen. This thing could even take out a refinery!

Your Right Arm...



Claw

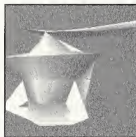
The claw will open lots of doors for you. If you know how to use it... use to make control panels operative.

Enemies



Bandit

Scout drone. Has limited attack ability. Relays player's position to other Ghen. Weapon: land mines



Burner

Automated laser turret. Scans horizon for intruders. Weapon: lasers



Grunt

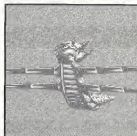
Foot soldier. Easiest Ghen to kill if you can hit him. Weapon: laser



Captain

Bigger, bodder version of Grunt. Heavier armor. Weapon: Super laser

Enemies



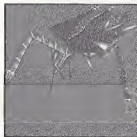
Behemoth

Like the nome says, he's big. Boss type of enemy.
Weopons: Loser/rockets



Dragon

Troop transport. Will drop off Grunts, Captains and Drones. Weapon: drops explosives to clear landing site



Gryphon

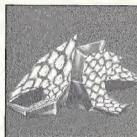
Large triped. Jumping ability. Very deadly.
Weapon: plasma energy



Homer

Another triped. Quick, mobile.
Weapon: power drain

Enemies



Marauder

Ghen version of a tank. Very quick.
Weapons: plasma ball and ramming ability



Raider

Extremely mobile. Has extreme jumping obility. Weapon: small plasma ball



Snail

Mining transport vehicle. Useful for hiding behind in heavy conflicts.
Weapon: none

Enemies



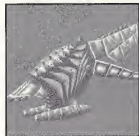
Spider

Quick. Can climb virtually anything.
Weapon: powerful laser



Thrasher

Walking tank. Slow, but difficult to kill.
Weapon: rockets



Vulture

Attack fighter. Vicious attacker.
Weapon: dual laser canons

Powerups



Repair

Boosts life support to 100.



Shield

Activates shield. While shield is active it protects your life support system from taking damage.



Supercharger

Activates Supercharger. Boosts energy up to a max of 300! Allows the hypersuit to hover. Upgrades lasers to rapid fire, neutron lasers.



Extra Life

If you see this, grab it. It gives you one more life.

Lives and Auto-Saving

Lives:

You begin the game with 3 lives. You can tell how many remaining lives you have by looking at LIVES under the Altitude indicator on the HUD. This is how many lives you have left. You die when your live support reaches zero. You will know when you are getting close to death when you get to the red line on the life indicator. You have a chance to gain Extra Lives by discovering and picking up Extra Life powerups in some of the Missions. Number of Lives are carried over to the next mission.

Note:

Venus is a training mission that doesn't count in gameplay. You always start fresh at Mars Mission 1 with 3 lives and default number of weapons.

Dying:

If you die during a mission and have lives left, you will return to the beginning of that Mission supplied with the default weapons count—minus one life. If you die and have no lives left, the Game is over. Game Over deletes any saved game, so you'll start at Venus when you play again.

Auto Save:

Immediately upon termination of a mission (either successful; completing mission, or unsuccessful; dying), the game is auto-saved with the current number of lives. When starting a new game, if you choose the "Continue Last Game" option from the Main Screen, the last saved Mission will load automatically and you will be placed at the beginning of that Mission.

Lives and Auto-Saving

Exiting:

You can exit the game without penalty only when you successfully complete a mission. You must quit at the end of a Mission—during the Status screen that appears at the end of each level. Your game will be saved at the beginning of the next mission with NO loss of lives. You can choose to play this saved game when starting a new game by selecting the "Continue Last Game" option from the Main Screen. The last saved Mission will load automatically and you will be placed at the beginning of that Mission.

Caution:

A saved game will be automatically over-written if you choose "Continue Last Game" option next time you play a game and successfully complete a level that counts for gameplay.

If you exit gameplay during a Mission, your game will be saved at the beginning of the current mission—but you will be penalized and lose 1 life. (Exception: If you exit from Venus you will continue on to Mars.)

Training Mission-Venus

This rugged environment will prepare you for the challenges that lie ahead. As you bottle holograms of the Ghen, you'll have 10 minutes to practice maneuvers and try out the weapons systems of the modified hypersuit. Your goal is to eliminate all

Ghen on Venus. Get some practice now- the real Ghen are much harder to kill.

Mars

Mission 1: Make your way to the Mars mining tunnels in the Northeast. Boxhead reports the forcefield's power source is somewhere to the West. You'll need to do some terro-scoping to complete this mission.

Mission 2: The Strontium tower in the Southwest corner is causing havoc on Mars' surface. Take it out!

The Ghen are holding human prisoners in a cell to the Northeast. Blow this cell open to aid their escape. Head to the Northwest corner to the Caldera entrance and defeat the Ghen Marauders.

Mission 3: The Strontium Reactor Refinery is the Ghen's crown jewel on Mars. The only weapon capable of destroying the Refinery is the Ghen's own mining explosive...

Mission 4: It's clean up time. There are three reactors left on the Mortian surface. Take 'em out!

Deimos

Mission: The objective is simple. There are a few Ghen left on this Mortian moon, Deimos. Eliminate them...

Moon

Mission 1: Lieutenant meet Gryphon. Gryphon meet the Lieutenant. Now that you're introduced, you're not going to like each other very much. There are twenty E-Cells scattered around the Lunor surface. You'll need these to power up a nuclear detonation device.

Mission 2: The Ghen have taken over the MoonBase. It's desolate except for the Ghen, and it's in need of some serious extermination work. Use the Claw inside to turn switches on & off. Somewhere, there's an elevator going up...

Mission 3: Welcome to the heart of the Moonbase. Most of the base is powered down. Powering up the base is only the start. Your only way out is an elevator leading up to the Space Port.

Mission 4: The Galiath, the Ghen's flagship, is just finishing its repairs. Close the hangar down so the ship can't take-off. Sealing the hangar could increase the chance of overthrowing the Ghen!

Mission 5: Afraid of Spiders? You should be, since they're five meters wide. Your mission, Lieutenant, is to blow the legs off all of the Spiders. Watch out for Dragons!

Australia

Mission 1: You've got to stop the Ghen from getting the raw materials they need to make more mind control implants. Destroy their ENTIRE operation. The Dragon in the northwest only seems invincible...

Mission 2: While you were sightseeing, those crafty aliens were busily jamming one final load of minerals into their 'Crate' bound for Sydney. The Crate is preparing to lift off. Your mission is to get aboard the Crate. You'll have to put on a 'stunning' performance to get inside the Crate.

Mission 3: Welcome to the Ghen alien craft. The Ghen have detected your presence and they don't consider you precious cargo. Find your way out of the cargo boys. Your goal is to find the bridge, take out the pilots and force a crash landing.

Mission 4: To the Northwest is the mind implant factory. It stands out from the rest of Sydney. Look for Armor Piercing Rockets and COMPLETELY LEVEL the factory!

Mission 5: Those natural resource hungry Ghen are at it again. Their Matter Railgun is sending more of Earth's minerals into orbit. Destroy the railguns in the Southeast corner. Remember the Refinery on Mars?

Norad

Mission 1: Last mission outside. Destroy the Gryphon and Behemoth and make your way to the Northeast tunnel. Good luck. (you're going to need it...)

Mission 2: You are inside now. Find your way through the Big Door and find out what's preventing you from entering the elevator.

Mission 3: The Ghen have tampered with the security system. Circumvent their defense. The War Room is just below you.

Mission 4: Stop the Ghen from destroying the Earth. The whole world is depending on you!

Credits

Game Production

Original Concept: Robert Leyland
Programmers: Eric Hommond

Robert Leyland
Steve Schall
Assistant Programmers: Brad Van Tighem,

Brian Gebola,
Scott LoVolley
Game Design: Robert Leyland,
Eric Hommond,
Greg Hommond,
Eric Rowllins, Steve Schall

Art Supervisor: Jenny Mortin
Artists: Richard Antoki, John

Braenen, Suzie Greene, Greg Hommond,
Modeline Preisner,
Brian Ronsam,
Arlin Rabins
Interior Modelling: Greg Hammond
Level Music: Brian Caburn
Sound Effects: Brian Coburn,
Eric Hammond

Ghen Creatures
Original Concept Art: Marc Sassa
Ghen 3D Models
and Animation: Greg Hammond
Sega of America
Assistant Producer: Eric Rawlins
Jumpin' Jack Producer: Lawrence Berkin
Sega of America
Sr. Producer: Steven Apour

Credits

Sega Support

Product Manager: Doria Sanchez
Lead Tester: Jeff Junio
Assistant Leads: Benjamin Briones,
Mike Callahan,
Jeff Hedges,
Rob Prideaux

Testers: Phil Co, Sean McInnes,
Alfred Dutton, Eric
Leonard Sayers, Eric
Maszyk, Kemrexx
George, Stan Weaver,
Marc Dawson, Alan
Coe, Dan Webber,
Lorne Asuncion, Eric
Simonich, Nathan
Tan, Sam Saliba,
Janine Cook, Tony
lynch, Dave Paniagua,
Fernando Valderrama,
Atom Ellis, Nick
Katakis, Tim Turner,
Cesar Lemus, Greg
Spalasso, Steve Perez
Renee Greenwood
Eric Caplain, Katie
Weathers
Gail Tsujita
Hillary Clayton Loeb,
Gary Ferster
Bob Schonfisch
Jef Feltman, Larry Loth
Seth Gerson

Hardware Engineer:
Compression Engineers:

Software Engineer:
*Game Manual Layout
and Design:*

Packaging:
CD Technicians:
Production Assistant:

*Music composed and
performed by:*
Produced by:

Recorded by:
bygone dogs
Spencer Nilsen and
bygone dogs
Dave Young for Sega
Music Group

Credits

bygone dogs are Joel Alvares: Guitar and Vocals; Tim
Alan: Bassist; and Jean Claude Aknin: Drums. Contact
bygone dogs at 415-267-1891 or see Sega Web Site:
<http://www.segaaqa.com>.

Movie Production

Executive Producer: Steven Apour
Director: Alan Haft
Producers: Mark Bakshi, Alan
Haft, Rick Singer
Steven Apour, Scot
Bayless, Alan Haft,
Robert Leyland, Eric
Rawlins

Story by:

Screenwriter: Al Haft
Production Manager: Andrea Miloro
Production Coordinator: Cari Chanin
1st Assistant Director: Kris Krengel
Production Designer: Steve Jordan
Director of Photography: Tony Cultrono
Casting Directors: Joy Dickson, Nicole
Arbusto

Construction Coordinator: Don Helderle
Post Production Group: Michael Palermo

Gaffer: Filmcore/Encore
Key Grip: Antonio Soriano
Craig Horowitz
Key Hair Make-up Artist: Cynthia Bachman
Propmaster: Coburn Hawk
Script Supervisors: Ira Hurvitz ,
Dulanie Ellis

Set Decorator: Antoinette Ensley
Sound Mixer: Russell White
Boom Operator: Jeff Leemon
Special Effects SFX: Ted Smith-Nelson FX
Video Engineer: Tim Gamble
Visual Effects: Ruieta and Deenan

Costume Designer:

DaSilva - Digital Illusion
Gamela Fakhry-Smith

Credits

Actors

Jenner:	Vaughn Armstrong
Boxhead:	William Youmans
Gina:	K.K.-Dodds
Akira:	Jay Lacopo
Braxton:	Barry Cullison
Reynolds:	Al White
Wilson:	Tuesday Knight
Guard #1:	Mary Amadeo
	Ingersoll
Guard #2:	John Alves
Xylan's Voice:	Rick Singer

Special Thanks to: Tim Dunley, Steve Payne, Sarah Mason
Richmond, Scot Bayless, M and Away Team Members:
Dante Anderson, Eric Rawlins and Max Taylor



Notes

Notes

LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90 day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number: 1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

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If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Customer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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